Nicola Frachesen

Miami, FL nicola2637@gmail.com

Education – **Bachelor of Science in [Digital Arts and Sciences](#)**

GPA: 3.87/4.00

Graduated May 2017, Cum Laude

University of Florida - Gainesville, Florida

Relevant Coursework

- -Design (User Experience Design, Human-Computer Interaction)
- -Interactive Media (Interactive Software, Multimedia Production)
- -Writing (Professional Communication, Advanced Fiction Writing)
- -Full Computer Science Curriculum
- -Web Development
- -3D Modeling and Animation

Noteworthy Projects

- -[*Dying Dreams*](#): Completely audio-based role-playing game designed to be inclusive of the visually impaired. Created in Unity.
- -[*Pixel Story*](#): A story-focused art and animation creator. Created with Java.
- -[*Donator*](#): Group project for client from Royal Bank of Canada. Designing and wireframing an app for donating to the homeless. Created in Invision.

Work Experience

-UI/UX Design Intern – Immersed Games – January 2016 to April 2016 – Working with a team to design UX, UI, and perform QA testing.

-Teaching Assistant for Programming Fundamentals – University of Florida – January 2017 to April 2017 – Taught weekly labs, wrote class exercises.

Technical Skills

*Familiar with the following **applications**:*

Balsamiq, Invision, Twine, Git, Processing, Unity, Maya 3D

*Familiar with the following **programming languages**:*

Java, C++, C#, HTML/CSS, JavaScript

Other Skills

-Public Speaking: Competed in debate tournaments at state and national levels in high school. Awarded for excellence at national Harvard Model Congress.

-Languages: Fluent in English and French (U.S./France dual citizenship).